

IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Canceled)

2-4. (Canceled)

5-7. (Canceled)

8. (Canceled)

9-11. (Canceled)

12. (Canceled)

13-17. (Canceled)

18. (Canceled)

19-25. (Canceled)

26. (Canceled)

27. (Currently Amended) A method for processing referenced objects, comprising:

referencing an object stored on a network for executing a presentation job at a presentation device using a selected indicia, wherein the referencing the object using the selected indicia further consists of selecting only an object name to reference the object, selecting only a globally-unique network object identifier (OID) to reference the object, and selecting the [[a]] globally-unique network OID and a locator to reference the object;

determining the object to be found within the network when [[a]] ~~the resident~~ globally-unique network OID associated with the object is found at the presentation device;

generating an error when the object is not found using the object name and when the object is not found in a search of an inline resource group;

~~downloading and capturing~~ transferring the object to the presentation device and storing the object in persistent storage when the object is located having [[a]] ~~the~~ globally-unique network OID and a search for a ~~resident~~ object having the globally-unique network OID at the presentation device is unsuccessful; and

~~downloading the object~~ transferring the object to the presentation device without ~~capture~~ storing the object in persistent storage when the object is found when referencing only the object name of the object and the object does not have [[a]] ~~the~~ globally-unique network OID.

28. (Currently Amended) The method of claim 27, wherein the referencing the object using a selected indicia consists of referencing the object using only an object name, the object being searched only by the object name using normal platform specific search criteria, and when the object is found, determining whether the object also includes [[a]] the globally-unique network OID, the object being downloaded without capture when the object does not include [[a]] the globally-unique network OID, otherwise a search is performed at the presentation device for [[a]] the ~~resident~~ globally-unique network OID for the object referenced only by the object name when the object is determined to contain [[a]] the globally-unique network OID, wherein when [[a]] the ~~resident~~ globally-unique network OID for the referenced object is located at the presentation device, ~~capturing the object~~ storing the object in persistent storage at the presentation device using the ~~resident~~ globally-unique network OID when the object is determined to be secure.

29. (Currently Amended) The method of claim 27, wherein the referencing the object using a selected indicia consists of referencing the object only using [[a]] the globally-unique network OID, a search at the presentation device for [[a]] the ~~resident~~ globally-unique network OID for the object referenced using only the globally-unique network OID is performed and when [[a]] the ~~resident~~ globally-unique network OID is not located at the presentation device, searching for the object in the inline resource group, and ~~downloading and capturing~~ transferring the object to the presentation device and storing the object in persistent storage using the globally-unique network OID when the object is found inline and the object is determined to be secure ;

30. (Currently Amended) The method of claim 27, wherein the referencing the object using a selected indicia consists of referencing the object using [[a]] the globally-unique network OID and an object locator further comprises searching at the presentation device for [[a]] the resident globally-unique network OID and when [[a]] the resident globally-unique network OID can not be found at the presentation device, searching for the object inline using the globally-unique network OID, and ~~downloading and capturing~~ transferring the object to the presentation device and storing the object in persistent storage when an inline object having the globally-unique network OID is found and the object is secure.

31. (Currently Amended) The method of claim 30 further comprises [[look]] looking for the file by object locator using normal search criteria when the inline search is unsuccessful, check to see if the located resource has [[a]] the globally-unique network OID when the object is found using the object locator and whether the globally-unique network OID matches the globally-unique network OID from a map data resource (MDR) [[MDR]], ~~downloading and capturing~~ transferring the object to the presentation device and storing the object in persistent storage [[by]] according to the globally-unique network OID when the globally-unique network OID matches the globally-unique network OID from the MDR and the object is deemed secure.

32. (Currently Amended) An article of manufacture comprising a program storage medium readable by a computer, the medium tangibly embodying one or more programs of instructions executable by the computer to perform a method for processing referenced objects, the method comprising:

referencing an object stored on a network for executing a presentation job at a presentation device using a selected indicia, wherein the referencing the object using the selected indicia further consists of selecting only an object name to reference the object, selecting only a globally-unique network object identifier (OID) to reference the object, and selecting the [[a]] globally-unique network OID and a locator to reference the object;

determining the object to be found within the network when [[a]] ~~the resident~~ globally-unique network OID associated with the object is found at the presentation device;

generating an error when the object is not found using the object name and when the object is not found in a search of an inline resource group;

~~downloading and capturing~~ transferring the object to the presentation device and storing the object in persistent storage when the object is located having [[a]] ~~the~~ globally-unique network OID and a search for a ~~resident~~ object having the globally-unique network OID at the presentation device is unsuccessful; and

~~downloading the object~~ transferring the object to the presentation device without capture storing the object in persistent storage when the object is found when referencing only the object name of the object and the object does not have [[a]] ~~the~~ globally-unique network OID.